

Theme:	Lighthouse at Alexandria
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	
<i>The Lighthouse was put up to ward off any emergency which may occur if a ship had to crash on the rocks – are you ready for an emergency?</i>				
	05	INSPECTION: Emergency Kit		
<i>The Lighthouse of Alexandria was built because of the dangerous sailing conditions - can you miss the rocks and get safely to the island?</i>				
	05	STEAM RELEASE: Safe island Cubs to run around - when the whistle blows they are to run for a safe island (pieces of paper). After a couple of turns, remove one piece of newspaper at a time to make it more challenging. Have chairs scattered around the playing area to act as rocks - these need to be avoided.	Chairs, newspaper, whistle	
<i>Oh no - what happens if the ship hits the rocks? It will capsize!</i>				
	10	ACTIVE GAME: Life Boat (ladders) Players sit opposite each other, with their legs out straight and feet touching. They are in the ship and it is capsizing. Each player is numbered off. If their number is called, the Cubs need to stand up and race to the end of the row, stepping in between legs. Then run back around the outside, and up through the middle to sit in their place again and they are now in the lifeboat and safe.	None	
<i>Looks like there may be a problem - we did not see the lighthouse so have crashed onto the rocks! Into the life rafts ...</i>				
	10	TEAM GAME: Life Raft Tell the Cubs that they have been thrown off a	Blanket or similar per Six	

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		sinking ship onto a life raft. Surrounding you are sharks and you want to make sure that everyone survives. Squeeze the entire group/team onto a blanket. Once everyone is on the life raft, change the situation to challenge the players. Ask, "What would happen if the life raft were smaller? Would we still all survive?" Then fold the blanket so the life raft is half its size, and see if everyone can still fit. Then unfold the blanket back to its original size and "discover" that there are sealed pockets on the underside of the raft containing food that could help you all survive until the coast guard comes. Tell the Cubs that they must work together to flip over the raft without anyone falling off. The game can be quite challenging and involves a lot of squeezing together and careful folding of the blanket.		
<i>We definitely need a lighthouse to make sure we don't crash into the rocks again! Lighthouses are lovely and keep the ships safe by warning them of possible dangers by showing their comforting light. In the old days, these lights were just a big fire as there was no electricity ... so first we need to make sure we know about making a fire safely and correctly....</i>				
	15	WIDE GAME: Fire Making Cut out the strips separately and put all the same strips into an envelope – e.g. All the 'grid' strips go together, etc. Scouters will have one or more envelopes with the strips inside them. Cubs to work in Sixes or small groups. The Cubs need to run around and ask the Scouters for the strips in order – i.e. Need open space before anything else. Once they have the open space, they then need to get rocks/bricks, etc. Scouters can swap the strips around to make the game more fun and interesting (Vanishing Post-box style). As the Cubs get the correct strip, it should be stuck down onto a piece of paper to form a pyramid. They need to carry on until all the strips have been obtained in the correct order and stuck down on the paper. First Six to complete the pyramid, wins. There are eight strips in total so Scouters may need to hold onto more than one strip. <i>Outdoor Challenge – Campcraft. Silver and Gold Wolf need to know how to lay and light a fire – game played to introduce the correct way of doing so.</i>	Strips of paper, envelopes, glue, paper	
<i>Right – now that we know about fire safety, let's make our own lighthouse</i>				
	20	HANDCRAFT: Tin or paper bag lanterns.	As per attachment	

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		Community Challenge – Service. <i>Silver Wolf: make a gift and give it to a friend or family member.</i>		
<i>Now that we have a lighthouse to follow, we can get to the port safely.</i>				
	10	QUIET GAME: Harbour Master One Cub is blindfolded and is the ship. Another Cub is the lighthouse operator. The rest of the pack spread themselves throughout the playing area and are the buoys, rocks and any other obstacles which you might find in the sea. These obstacles cannot talk or move and the lighthouse operator must remain at the finish point (port). Using only his/her voice, the lighthouse operator must guide the ship safely through the harbour and into the Port. Switch roles and repeat the game.		
<i>Any idea what a mausoleum is? Come along with us next week to find out as we will be visiting one!</i>				
	05	NOTICES/BADGES		
	05	GRAND HOWL Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	